

A useful technique you can use in TVPaint to fix 'flashes' or mistakes on layers by using Masking Layers

Hello, Class,

This came up in another class section of ANM 180 , in relation to a student's Mod. 2 Clay Animation assignment where the student had accidentally captured part of his hand at the edge of several frames, so the hand was flashing on and off several times. This is distracting and breaks the illusion of the animation ... however, it's a very common mistake , which happens to everyone at one time or another , including professional stop-motion animators. Fortunately, there is a simple fix for it using Layers as "Mask" layers in TVPaint.

I think this simple masking technique is something that everyone could benefit from knowing about , so I wanted to post it here so all of you in this section of ANM 180 can see this.

The student's movie also had an issue with "horizontal banding/rolling lines" that I believe was caused by shooting under fluorescent lights and/or the power line refresh frequency rate of the webcam , which can also cause those flickers or horizontal lines. Some of you may have noticed that issue on your animation , too , and wondered how to fix it. (*DON'T shoot under fluorescent lights is a good rule to start with !*) If you do a [Google search for "Fix horizontal banding lines on video with After Effects"](#) you'll find some tutorials on how to minimize or eliminate the horizontal banding lines on your video, using After Effects, which you should have access to as part of your Adobe Creative Cloud suite of applications provided by AAU.

-David Nethery

Online Director of Traditional Animation

Support Instructor ANM 180

Hi, Caesar -

A few people noted that on some frames of your Clay Animation there are flashes of your hand at the edge of frame. This is a common mistake and it happens to everyone , including professional stop-motion animators. Fortunately there are some fairly easy ways to fix those kind of minor mistakes (where something is mistakenly captured at the edge of the frame , like your hand , or a tool , etc.) .

You can fix it by using a "clean" portion of a previous or following frame as a Mask to fix the "dirty" frames . Use the Freehand Selection Tool in TVPaint (Main Tool Panel) to select a portion of the previous or following clean frame that will cover the mistakenly captured area on the dirty frame, then choose "COPY TO LAYER" from the Tool Commands menu , so the selected clean area will be copied to a new layer on top of the existing animation layer. Then you can slide that new Copied clean frame on the Timeline so it is positioned over the dirty frame, which effectively Masks out the mistake .

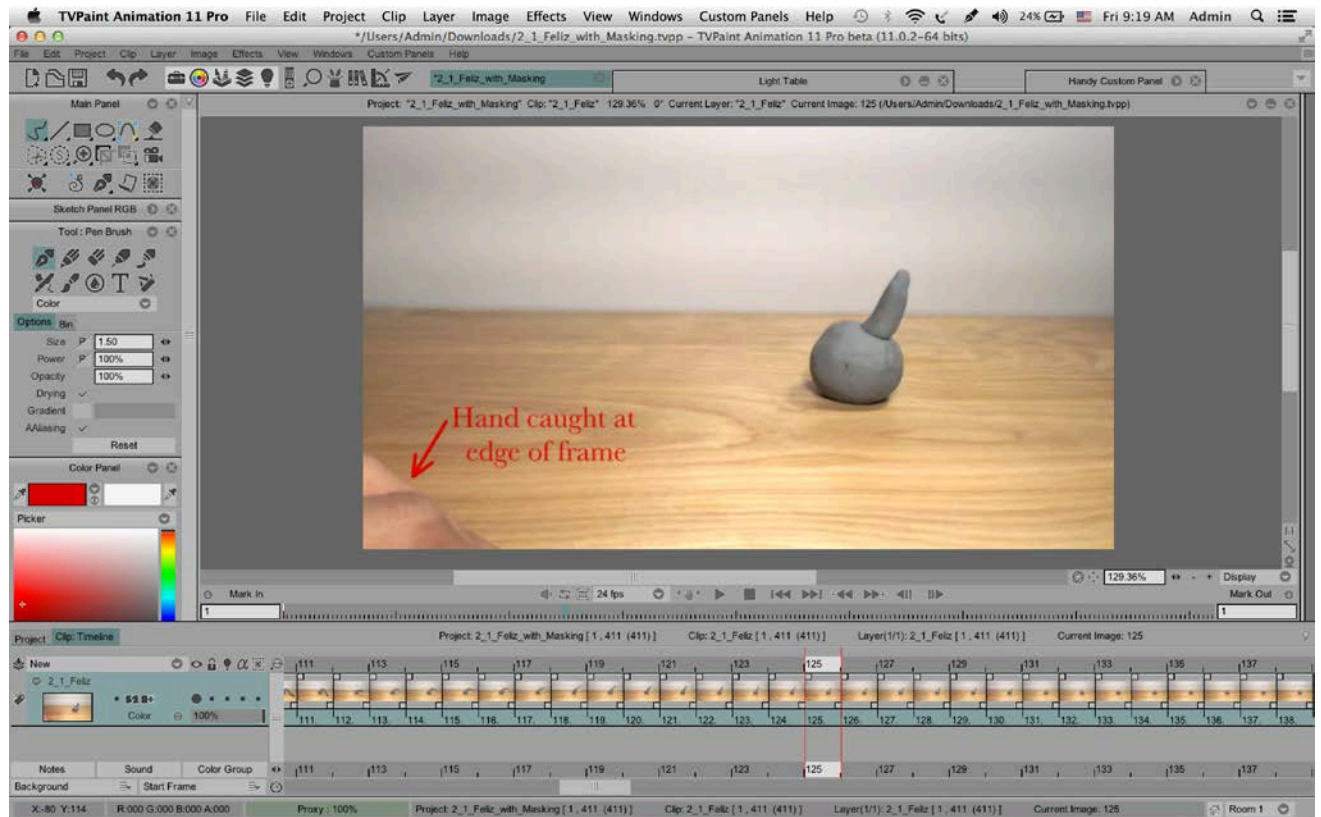
I fixed your frame 115 (flash of your hand at lower left corner) , and fixed your frame 125 (again, a flash of your hand captured at lower left corner of screen) , and fixed frames 286 - 288 (flash of your hand captured at upper left corner). I also fixed your frame 155 where the cube shifted out of place . I did this by selecting the cube from the following frame and copying it to a new layer, then shifted it back so it is positioned over top of fr. 155 , covering the part of the cube that was shifting out of place.

Follow along in the attached screenshots and look at the attached .tvpp file and it should all be clear.

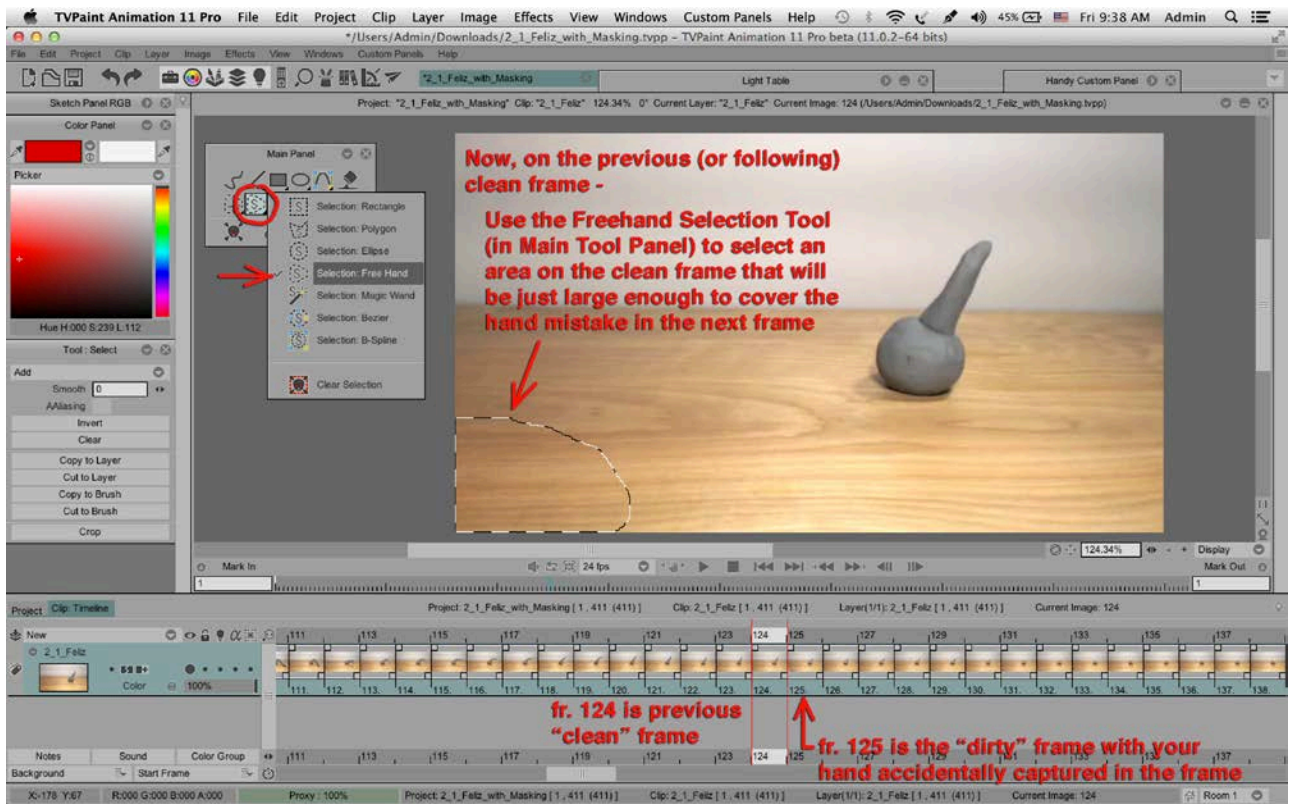
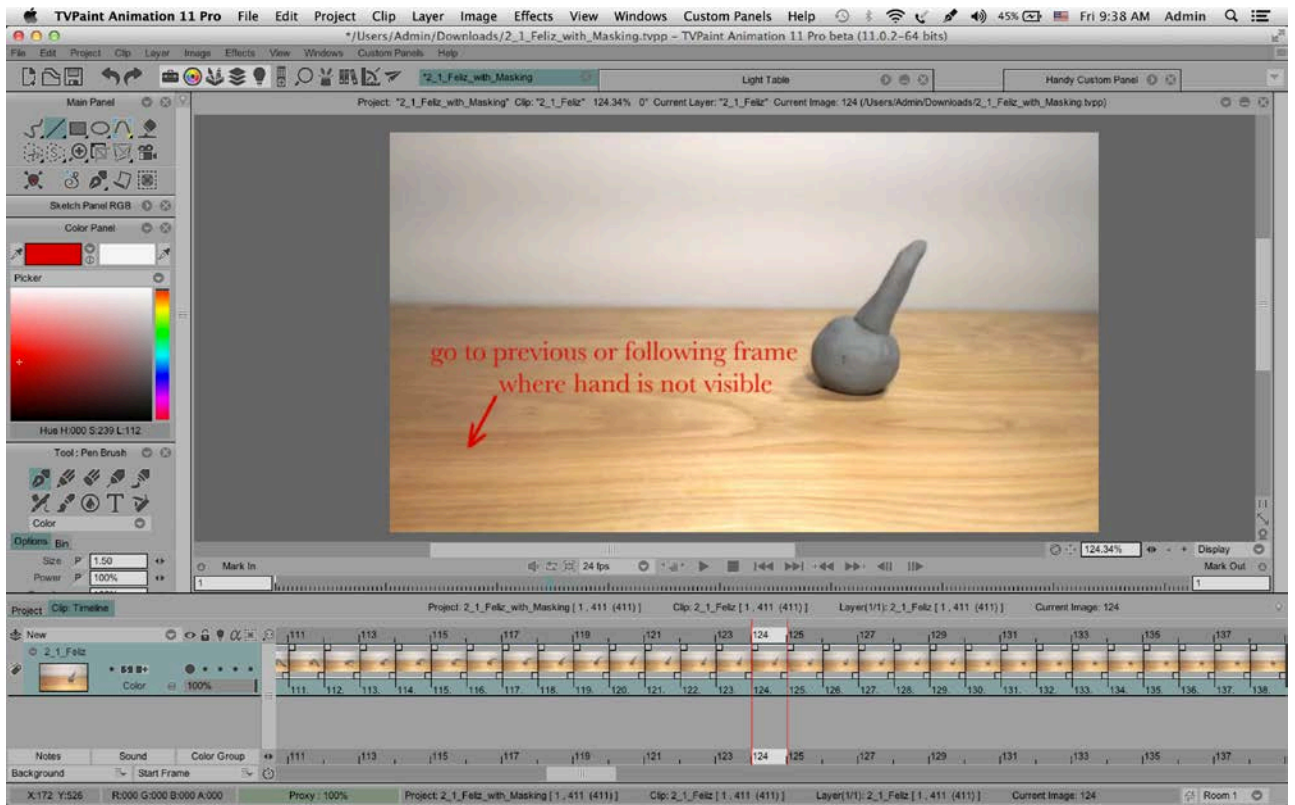
 [2_1_Feliz_with_Masking.tvpp.zip](#)

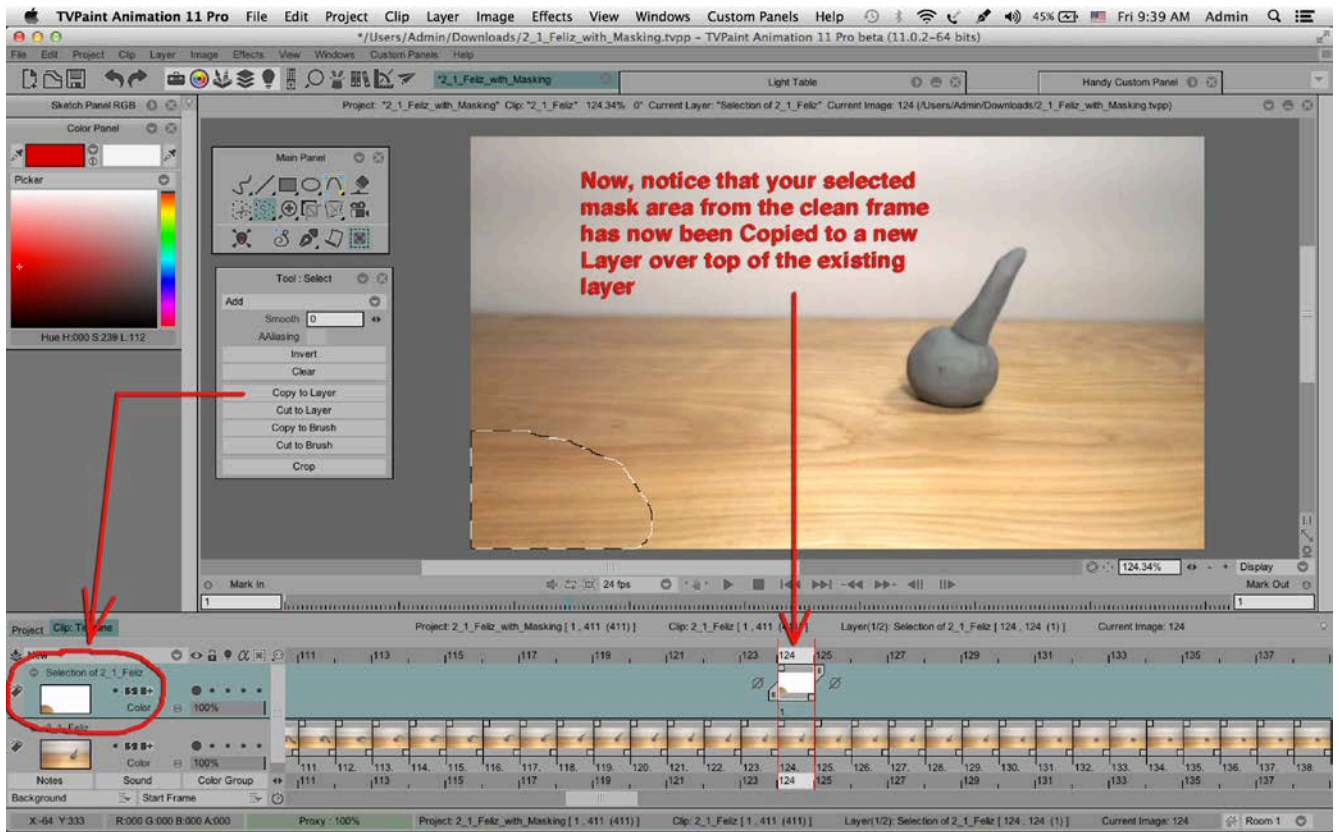
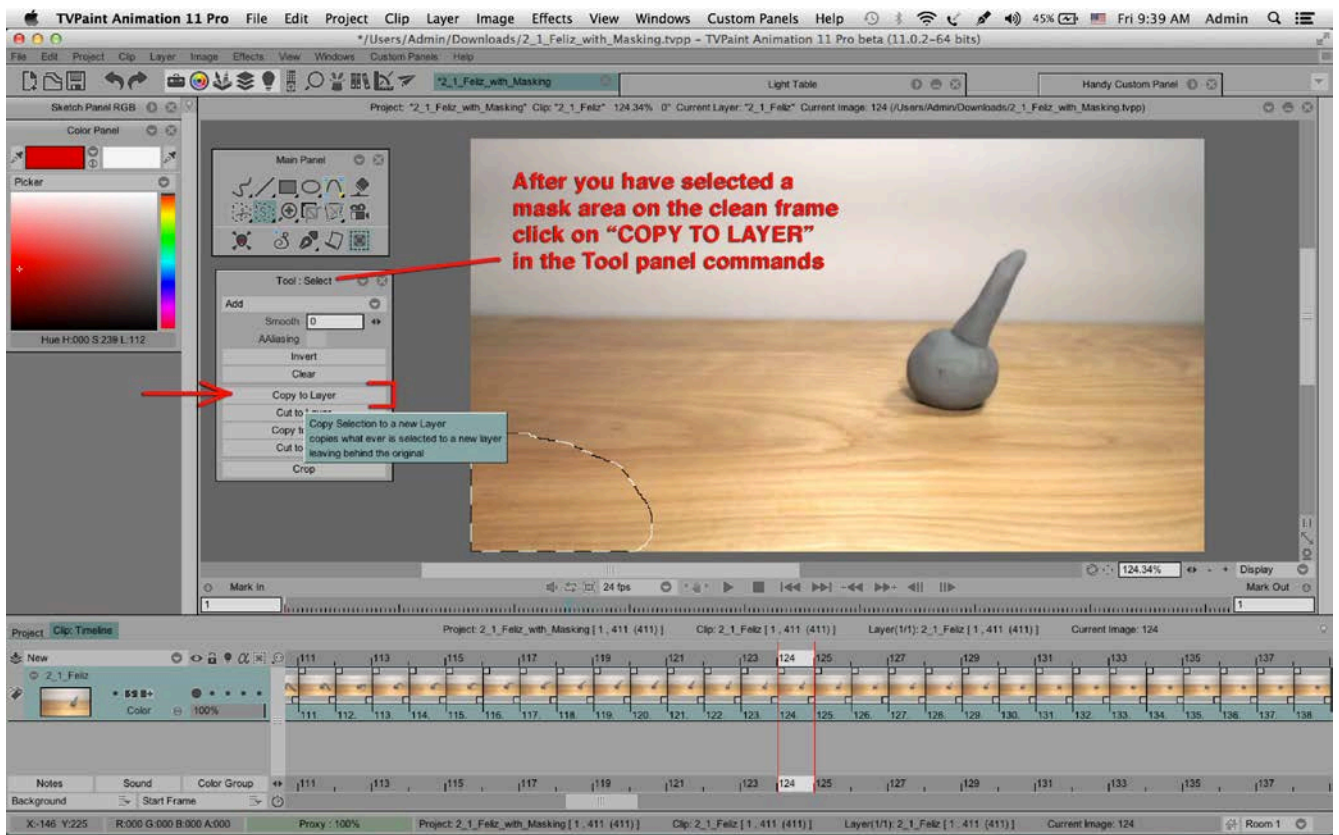
 [2_1_Feliz+With_MASKING.mov](#)

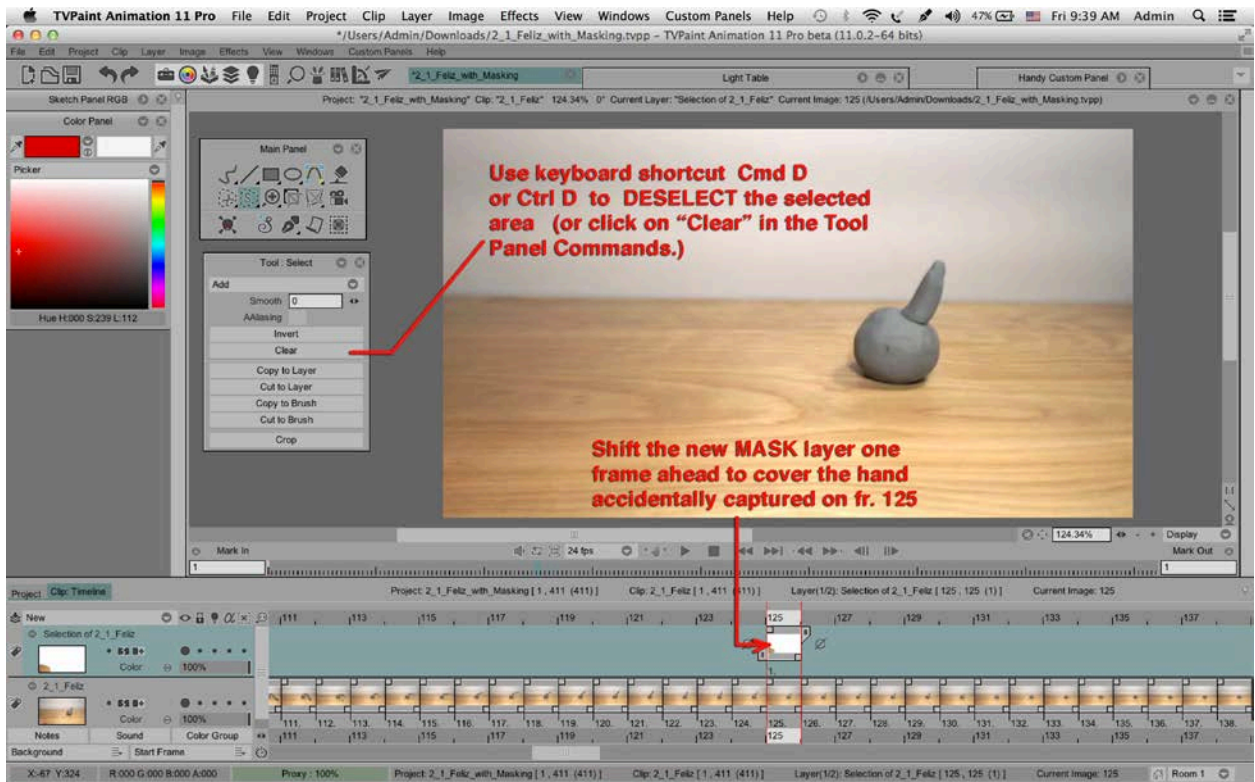
(screen shots show TVPaint 11 PRO , but this same trick works in TVPaint 11 Standard edition or in TVPaint 10 Pro or Standard , so if you have Standard edition this will work) -



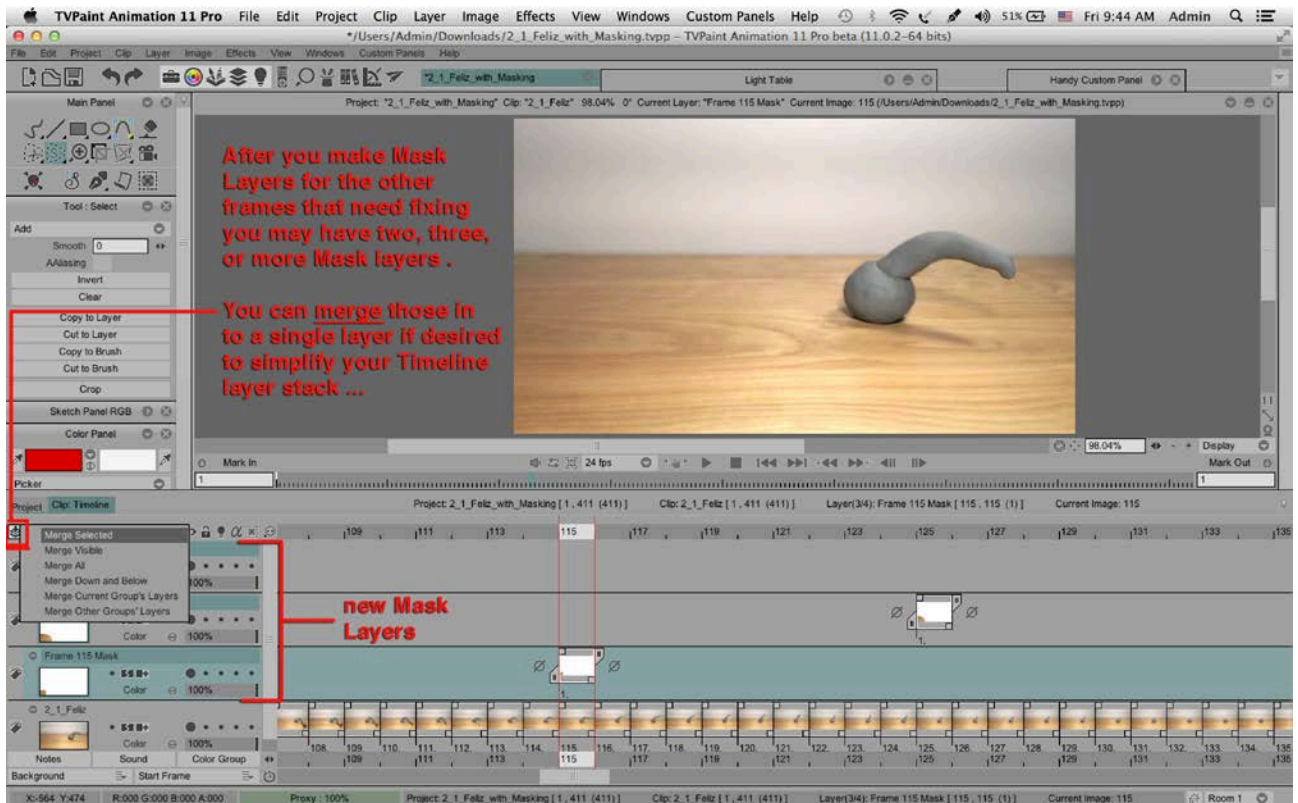
(continued on next page)

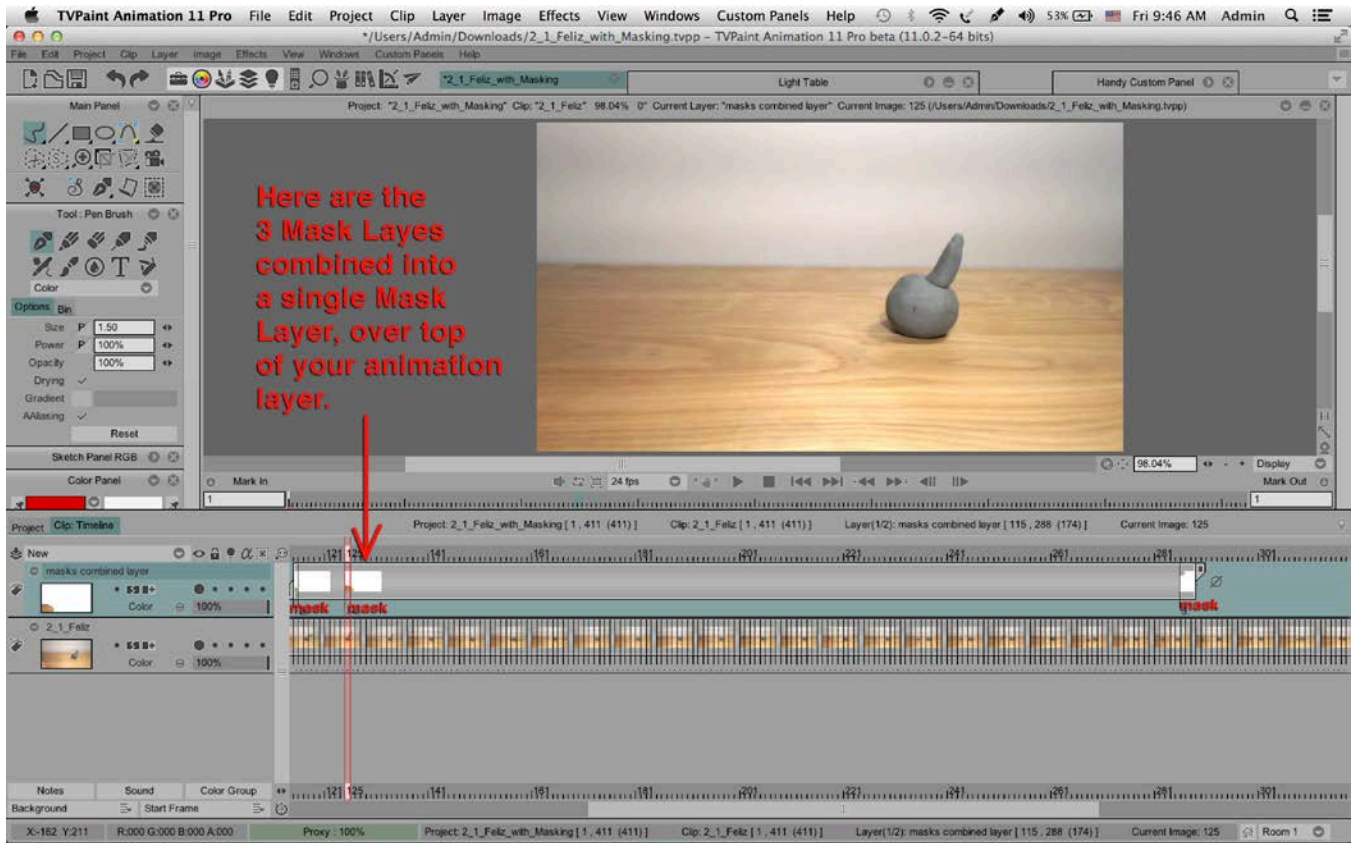






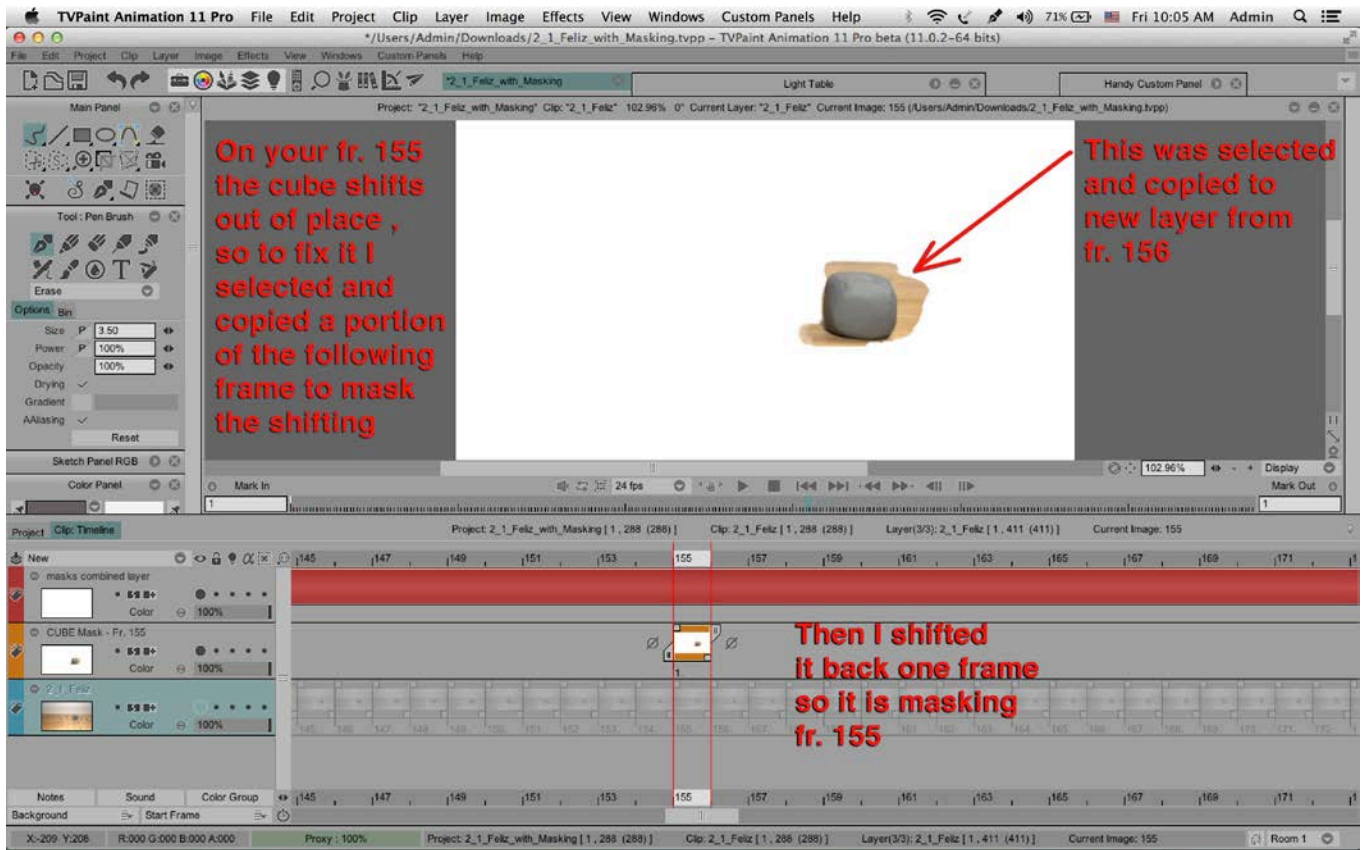
Similar fixes are made for the other frames where you need to Mask out flashes of your hand or something else that should not be seen. Then you can MERGE the layers:





Also, I fixed your fr. 155 (where cube shifted out of place) by copying a portion of the cube from the following frame 156 and positioning the copied frame over fr. 155 to mask out the cube that had shifted –

(continued on next page)



Again, look at the attached .tvpp file and this should all be clear on how to do this.

[2_1_Feliz_with_Masking.tvpp.zip](#)

NOTE: I did not have time to figure out a way to easily fix the issue with the horizontal banding lines that are crawling on your movie (which I think were caused by shooting under fluorescent lights and/or the power line refresh frequency rate of the webcam, which can also cause those flickers or horizontal lines). However, if you do a [Google search for "Fix horizontal banding lines on video with After Effects"](#) you'll find some tutorials on how to minimize or eliminate the horizontal banding lines on your video, using After Effects, which you should have access to as part of your Adobe Creative Cloud suite of applications provided by AAU.

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[2_1_Feliz+With_MASKING.mov](#)
[2_1_Feliz_with_Masking.tvpp.zip](#)
[Oops - Hand Caught at Edge of Frame.jpg](#)
[Go Back to Previous or Following Clean Frame.jpg](#)
[Use Freehand Select Tool to Select CLEAN area.jpg](#)
[Selected area is COPY TO LAYER.jpg](#)
[Masking Area COPIED to NEW LAYER.jpg](#)
[Delect and Shift new MASK layer one ahead.jpg](#)
[Merge Mask Layers in Layer Stack.jpg](#)
[Mask layers combined as single layer.jpg](#)
[Mask fr155 with following fr156.jpg](#)

